PlayStation

NTSC U/C

PlayStation

TEEN

CONTENT RATED BY ESRB

SLUS-00974

MEDAL OF HONOR™

ELECTRONIC ARTS™

DREAMWORKS INTERACTIVE™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game-dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions-IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- ✦ This compact disc is intended for use only with the PlayStation game console.
- ✦ Do not bend it, crush it, or submerge it in liquids.
- ✦ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ✦ Be sure to take an occasional rest break during extended play.
- ✦ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

MEDAL OF HONOR™

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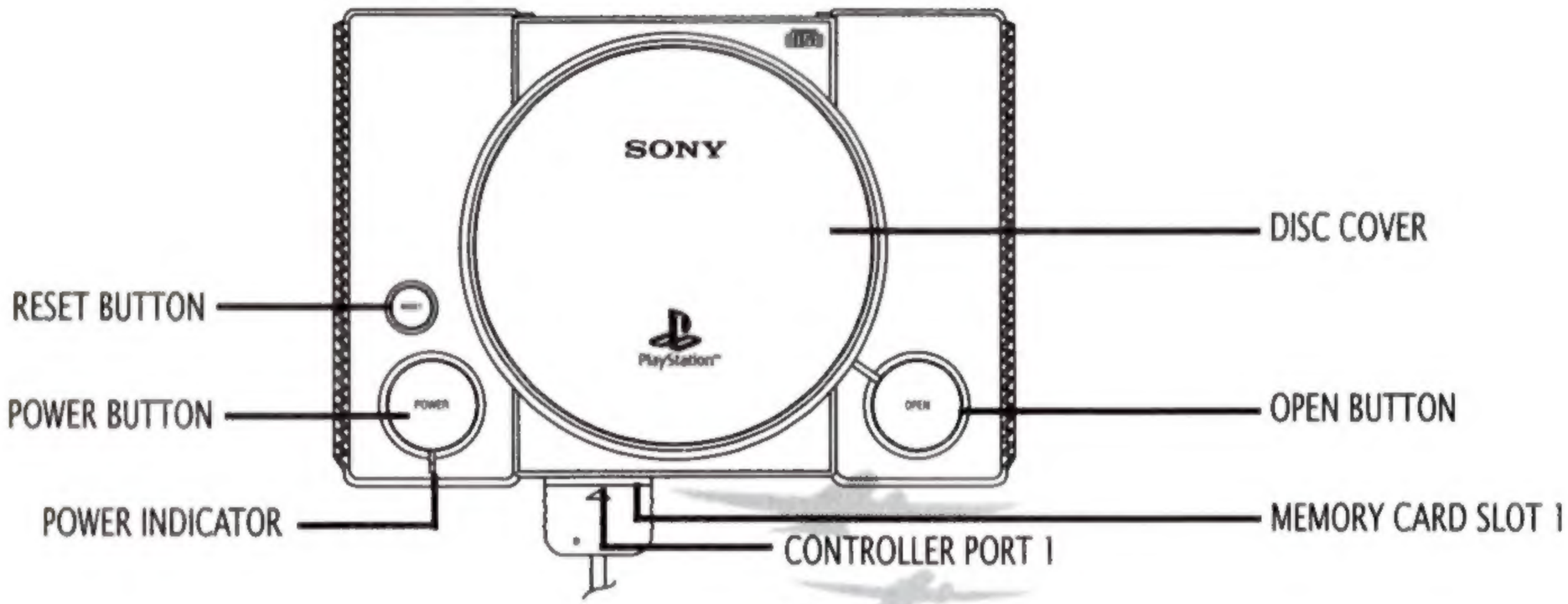
For more info about this and other titles, check out Electronic Arts™ on the web at www.ea.com.

STARTING THE GAME

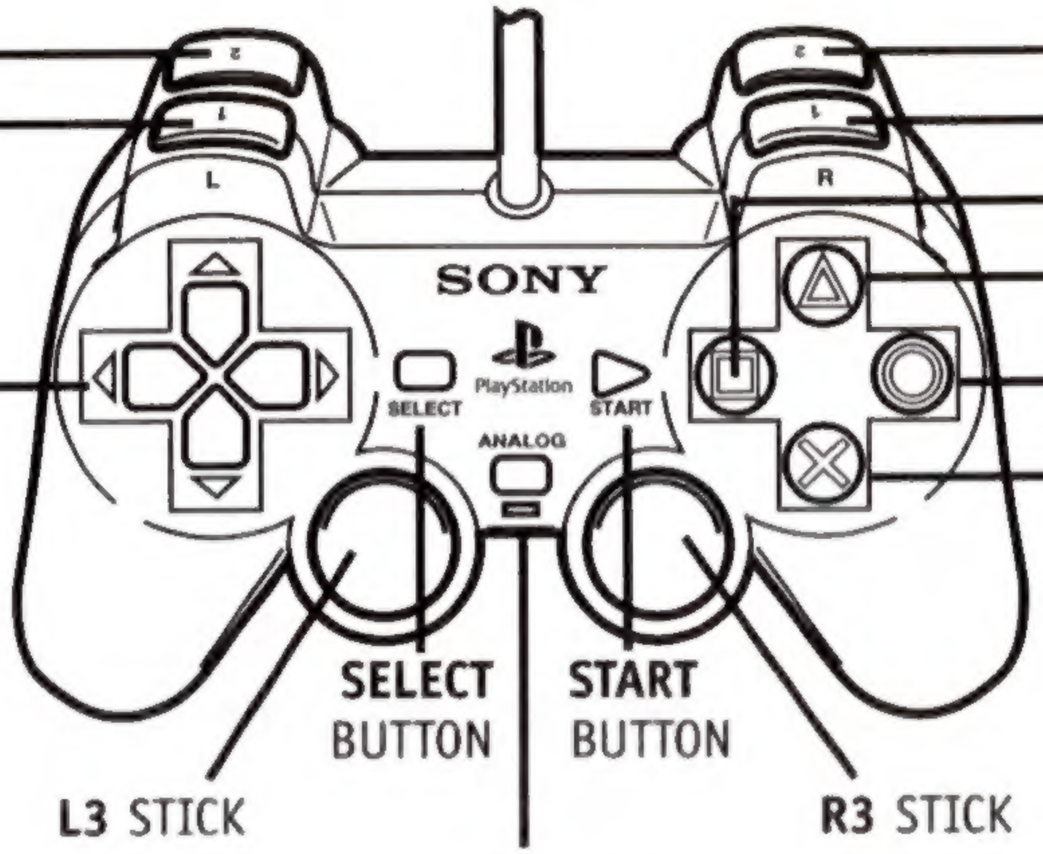
Here's the information you need to get *Medal of Honor*™ up and running.

GAME CONSOLE



1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Medal of Honor* disc and close the Disc Cover.
3. Insert game controllers and turn ON the PlayStation game console. After the developer logos, the Title screen appears.
4. Following the opening title screens, you come to the Main menu. From here you proceed to selecting missions, briefings, or just entering gameplay. For more details, ➤ *Setting Up The Game: War Room*, p. 6.

CONTROL PAD


L2 BUTTON
L1 BUTTON
DIRECTIONAL BUTTON
(D-BUTTON)
R2 BUTTON
R1 BUTTON
■ BUTTON
▲ BUTTON
● BUTTON
✖ BUTTON
SONY
PlayStation
SELECT
START
ANALOG
SELECT
BUTTON
START
BUTTON
L3 STICK
R3 STICK
ANALOG/DIGITAL
BUTTON

BASIC COMMAND SUMMARY

MENU CONTROLS

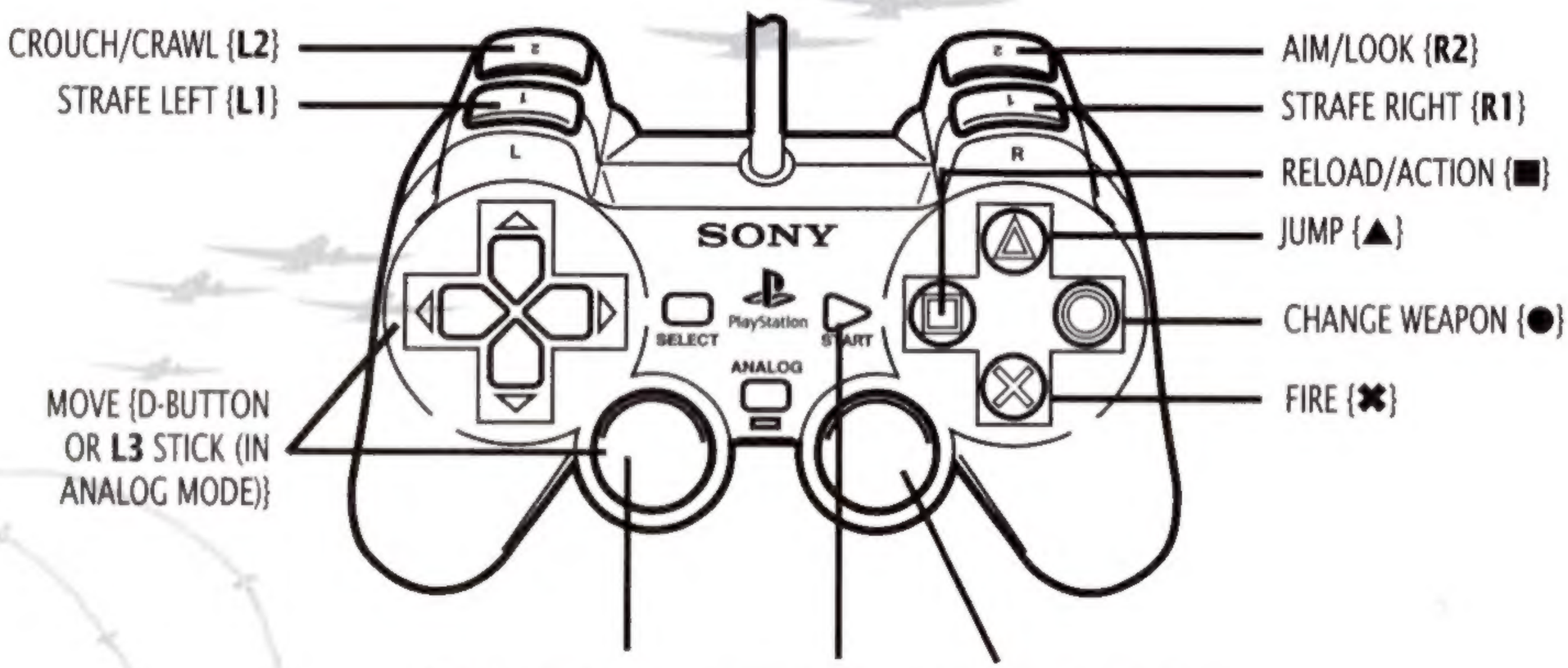
To choose an option:

- ➡ D-Button ↔ to cycle through the different options
- ➡ Press ✖ to change the current option
- ➡ When you have selected the game options you wish to play, press ▲ to return to the previous screen

Note: Default options appear in bold in this manual.

GAME CONTROLS

These are the basic commands for **Controller Configuration 2**. Four other configurations are offered (➤ *Controller* on p. 9).



Note: If an Analog Controller is connected, the Analog Button will always default to ON as each level is loaded.

BEFORE THE CIA, THERE WAS THE OSS

The Office of Strategic Services was officially created in June 1942, under the guidance of General "Wild Bill" Donovan. If ever the romantic notions of being a spy actually existed, it was probably with the OSS. Young men and women, often recruited right out of college, entered into the cloak and dagger world of wartime intelligence. It was an exciting and dangerous time, and as the war grew so did the mission of the OSS. Sabotage, search and rescue, and subversion all became part of the organization's daily operation.

That's when a young Lieutenant in the Air Transport Corps entered the picture and changed the OSS forever. On June 5, 1944—the night before the D-Day invasion—the largest aerial drop of troops in history up to that point was launched by the Allied command. It was an unmitigated disaster. Most of the planes missed their targets, were shot down, or crashed due to bad weather. One pilot, however, got the regiment he was carrying to its correct drop zone before his C-47 transport was forced down by enemy fire. He was Jimmy Patterson, an unassuming twenty-four year old from Carthage, MO.

Patterson heroically protected his injured crew from a roving German patrol, single-handedly taking out a half dozen of the Wehrmacht before help arrived. For his actions, he was nominated for the Congressional Medal of Honor—the nation's highest military award. Just days before being sent back to the States for a War Bonds tour, however, Patterson disappeared from his infirmary bed. *Medal of Honor* tells the story of what happened next.

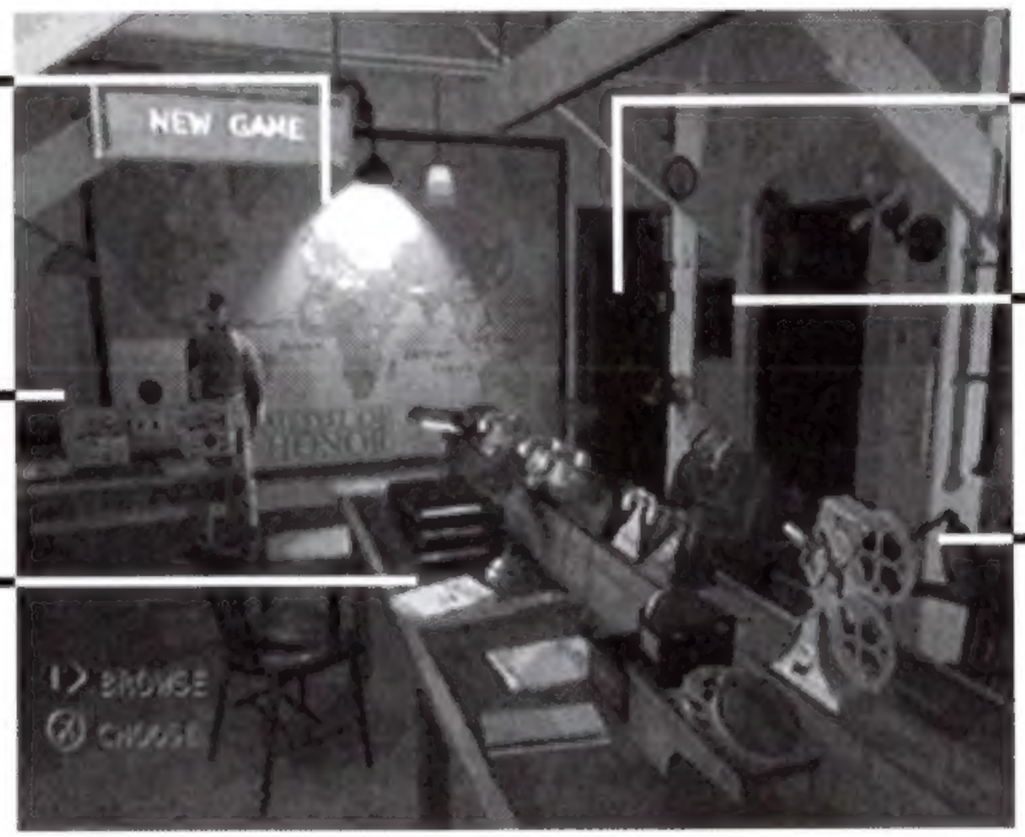
SETTING UP THE GAME: WAR ROOM

Before you set out on your first mission, take a moment to orient yourself and choose a game setup. The War Room serves as your main menu. From here you can start a new mission, learn more about the game, load or save a game, or select new game options.

NEW GAME: IF YOU HAVE ALREADY STARTED A NEW GAME, THIS OPTION READS NEXT MISSION

OPTIONS: ADJUST GAMEPLAY OPTIONS SUCH AS SOUND AND CONTROLLER CONFIGURATIONS (➤ *OPTIONS*, P. 9).

WAR RECORDS: START A NEW GAME, LOAD A SAVED ONE, VIEW RECORDS ON YOUR COMPLETED MISSIONS (➤ *WAR RECORDS* ON P. 7)



BRIEFING: REPORT TO YOUR SUPERIORS FOR INFORMATION ON YOUR NEW MISSION

MULTIPLAYER: GO HEAD-TO-HEAD AGAINST A FRIEND

GALLERY: VIEW ARCHIVAL FOOTAGE AND BACKGROUND INFORMATION ABOUT THE GAME (➤ *GALLERY*, P. 8)

WAR RECORDS

Here you can review your achievements as well as save and load games or begin a new game.

MISSION LOG Displays a list of completed missions, which are available for replay.

PERSONAL RECORDS View a record of your performance and medals earned.

LOAD GAME Load a previously saved game (➤ *Saving/Loading Games* on p. 14).

SAVE GAME Save the current game (➤ *Saving/Loading Games* on p. 14).

NEW GAME Start a new game.

MULTIPLAYER

In *Medal of Honor*, you and another player can go against each other head-to-head using a variety of weapons. (➤ *Weapon Arsenals* on p. 8).

NOTE: Make sure two controllers are connected to the PlayStation game console before entering Multiplayer mode.

WAR ROOM Return to the Main menu.

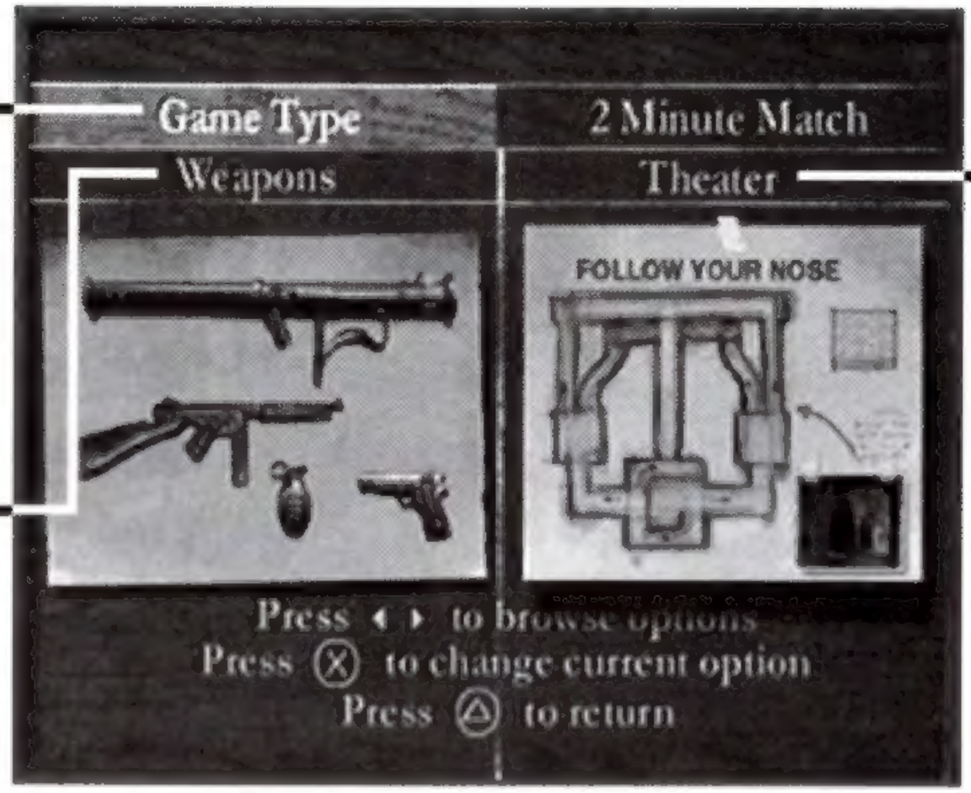
START GAME Throws you and your opponent right into a Multiplayer melee.

UNIFORM Here Player 1 and Player 2 choose their multiplayer characters from (initially) seven uniforms. You can earn more uniform choices as you advance through single player games. All uniforms are equal in terms of character ability and weapon inventory.

GAME TYPE Select various options for combat.

SELECT GAME TYPE: CHOOSE BETWEEN A **TIMED MATCH** OF **2**, 5, 10, OR 21 MINUTES OR AN UNLIMITED TIME, OR A FIRST TO X WINS MATCH OF 3, 10, OR 21 WINS

SELECT WEAPONS (➤ *WEAPON ARSENALS* ON P. 8)



SELECT THEATER: SELECT THE ARENA IN WHICH YOUR BATTLE TAKES PLACE. WIND YOUR WAY THROUGH LABYRINTHINE CITIES, ABANDONED CASTLES, MOUNTAIN FORTRESSES, AND MORE

NOTE: There are a total of seven arenas; five are available to you initially, the other two you have to earn (➤ *Secret Codes*, p. 9).

WEAPON ARSENALS

Select one of the following five arsenals. Both players use the same arsenal. The question is, who uses it more effectively? (Also, ➤ *Weapons*, p. 11)

Arsenal 1	Colt45, Thompson SMG, Bazooka, Mark II Frag Grenade
Arsenal 2	Colt45, Sniper, Thompson SMG, Stielhandgranate (Potato Masher)
Arsenal 3	M1 Garand, Sniper, Browning Automatic Rifle, Mark II Frag Grenade
Arsenal 4	Shotgun, Browning Automatic Rifle; Bazooka, Mark II Frag Grenade
Arsenal 5	M1 Garand, MP40 SMG, Shotgun, Stielhandgranate (Potato Masher)

GALLERY

The best OSS agents are the best-educated OSS agents. Enter the Gallery to view actual footage from WWII highlighting events mirrored in each of *Medal of Honor's* missions, as well as a slide show on the making of *Medal of Honor*.

OPTIONS

Customize the game to your desires. Enter passwords to unlock secret codes, configure your controller, and adjust the volume for game sounds and music.

PASSWORD

At some point you may come across a *Medal of Honor* password. When you find a password, go to the Password screen and enter it in the decoder to unlock special game options.

SECRET CODES

Earn an Excellent rating (➤ *Mission Ratings* on p. 12) on all levels of any mission and receive a Secret Code for access to special game modes. There are eight Secret Codes in all. The first two you can earn are Nifty Multiplayer Power-Ups and American Movie Mode. The other six, you just have to find out for yourself.

CONTROLLER

PLAYER 1/PLAYER 2	D-Button ↔ to toggle between player 1 and 2 controllers. Press ✖ to select a controller to configure.
CONFIGURE	D-Button to browse and ✖ to select from a list of five controller configurations.
INVERT Y AXIS	When ON, reverses your up/down axis so that **R2** + D-Button ↓ aims high and **R2** + D-Button ↑ aims low.
EASY AIM	When **ON**, this option makes it easier to hit your enemies.
ZOOM AIM	When ON, your view zooms in when you aim your weapon.
FAST AIM	When ON, your aiming reticule (or crosshair) moves faster.
VIBRATION	When **ON**, your controller vibrates when a bullet hits you or when you fire a higher-powered weapon.

NOTE: Vibration only works with Dual Shock™ vibration feature Controllers.

AUDIO

VOLUME
SOUND EFFECTS: Set game sound effects volume level.
BACKGROUND: Set soundtrack volume level.

STEREO/MONO
Select **STEREO** or MONO sound for the game.

BACKGROUND
Select Music and Ambience if you want musical accompaniment in addition to sound effects, or *Ambience Only* if you want to turn off the music and hear sound effects only.

CREDITS

See the troops behind *Medal of Honor*.

PLAYING THE GAME

With the basic control pad commands at your disposal, you are well equipped to meet the enemy. However, you need to know more than just how to aim and shoot to survive your missions.

PAUSE SCREEN

You may pause the game at any time during play by pressing the **START** Button. The Pause Screen lists your objectives for the current level. A red box next to an objective indicates that you have completed that objective. The screen also lists the number of enemies neutralized for that level.

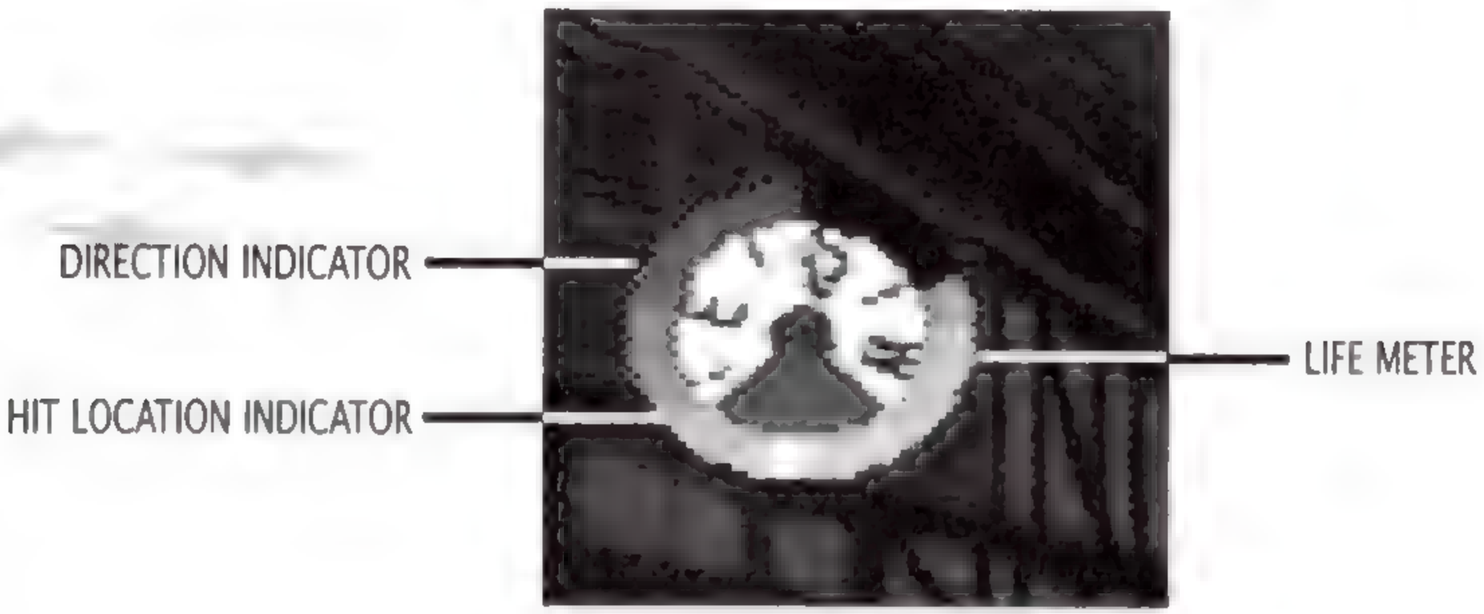
QUIT (RETURN TO THE WAR ROOM)/CONTINUE

From the Pause Screen you may quit your current game and return to the War Room, or you may continue playing your current game.

- To quit, D-Button ↔ to highlight Quit, then press ✖ to select. On the next screen, D-Button ↔ to highlight Yes, then press ✖ to select.
- To continue playing your current game, press the **START** Button at any time or D-Button ↔ to highlight Continue, then press ✖.

COMPASS

In addition to aiding you in navigating the levels, the compass serves two other functions.



One function of your compass is to serve as a hit location indicator. When an enemy bullet hits you, a quadrant of the compass lights up indicating the direction from which the bullet came. Multiple bullets from different directions light up multiple quadrants.

The other function of the compass is to serve as a health meter. When the meter runs out, your life is over.

ITEMS

Look for these items to help you complete your missions.

➡ Pick up items by walking over them.

AMMO

The ammunition in Medal of Honor is divided into several categories: Pistol, Rifle, Sub-Machine Gun, Grenade, Bazooka, and Shotgun.

WEAPONS

Pistols	Colt 1911A1 HiStandard Silenced Pistol German Walther P38
Rifles	M1 Garand Springfield '03 Sniper Gewehr 41 (S) (Enemy)

Submachine Guns	Thompson SMG Browning Automatic Rifle (BAR) MP40 SMG (Player & Enemy)
Grenades	Mark II Fragmentation Grenade Stielhandgranate (Potato Masher)
Heavy Weapons	Shotgun Bazooka

HEALTH

When a bullet hits you, your health meter drops (➤ *Compass* on p. 11). To restore your health, look for the following items:

Medical Canteen	Restores 10% of your total health
First Aid Kit	Restores 25% of your total health
Field Surgeon Kit	Restores 50% of your health

ALARMS

Certain facilities you infiltrate are equipped with alarm systems. If an enemy becomes alerted to your presence, he sets off an alarm to signal the others. You can turn off the alarm system, or even turn it on to draw out the enemy to where you are waiting for them.

➡ Set off or disable all alarms by walking up to one and pressing the action button.

EA TIP: You can permanently disable an alarm by shooting it.

MISSION RATINGS

At the end of each level you receive a mission rating based on your performance during that level. Below are the ratings and how to earn them:

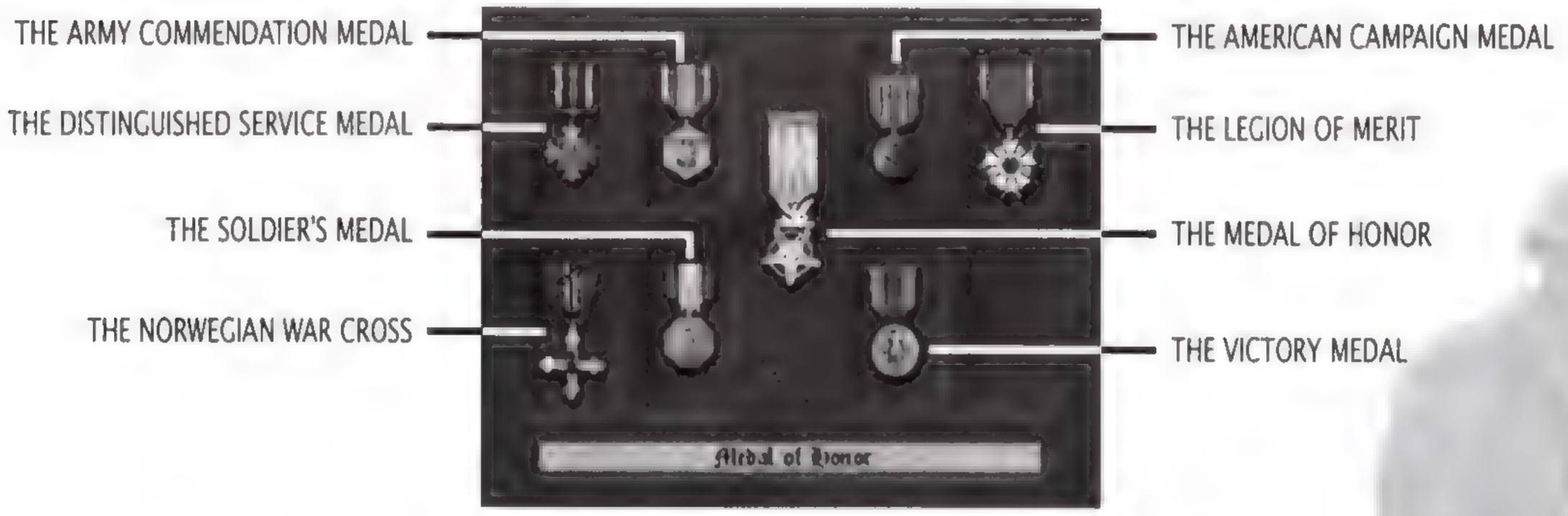
Average	Finish level
Good	Finish level and kill at least 95% of the enemies
Excellent	Finish level, kill at least 95% of the enemies, and finish with at least 75% health

MEDALS

If you perform well enough in your campaign to disrupt the Nazi war machine and help end WWII, you may prove yourself worthy of the Medal of Honor.

MISSION MEDALS

You win individual Mission Medals by completing a mission with Excellent ratings on two of three, or three of four, levels. There are a total of seven Mission Medals you can win through the course of the game.



EA TIP: If you fail to achieve an Excellent rating on a level, you can choose to replay the level.

END OF GAME MEDALS

At the end of the game you earn a medal based on your performance through all the missions. If you are good enough to win the Medal of Honor, you get a special movie and secret code.

BRONZE STAR: Complete all missions successfully

SILVER STAR: Complete all missions successfully with 4 Medals

MEDAL OF HONOR: Complete all missions successfully with all 7 Medals

Complete all levels with an Excellent rating and receive a secret bonus award.

SAVING/LOADING GAMES

Up to 15 games can be saved on a Memory Card.

To save a game:

1. Insert your Memory Card into Memory Card Slot 1.

2. At the War Records screen (➤ *War Records* on p. 7), select Save Game.

3. Press ✖ to save the game to the Memory Card.

To load a previously saved game:

1. Insert your Memory Card into Memory Card Slot 1.

2. At the War Records screen (➤ *War Records* on p. 7), select Load Game.

3. D-Button ↕ to the game you wish to resume. Press ✖ to select that game.

4. The selected game loads and resumes play at the start of the mission you had exited.

NOTE: Never insert or remove a Memory Card while loading or saving files.

CREDITS

DREAMWORKS INTERACTIVE

Created by: Steven Spielberg
Producer / Writer: Peter Hirschmann
Technical Director: Adrian Jones
Animation Director: Sunil Thankamushy
Art Director: Matt Hall
Lead Artist: Dmitri Ellingson
Lead Designers: Chris Cross, Lynn Henson
Audio Director: Erik Kraber
Assoc. Producer / Localization: Scott Langteau
Lead Engineers: Adrian Jones, Mike Heilemann
Engineering Team: Ike Macoco, Ayo Orimoloye, Gustavo Oliveira, Bradley Fitzgerald
Lead Two Player Engineer: Dennis Taylor
Lead Tools Engineer: Tom McDevitt
Geometry Team: Dmitri Ellingson, Neal Nellans, Micah Linton, Brian Horton, Jenny Hansen, David Prout
Animation Team: Sunil Thankamushy, Ken Angliongto
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Asset Wrangler: Eric Church
Test Lead: Damon Tripodi
Test Team: Travon Babers, Bobby Hecksher, Kevin Lewis, Steven Lin, Stephen Skelton
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Additional Art: Dave Thompson, Robert Holm
Additional Testing: Tim Coolidge, Matthew Eslinger, Jeremy Hall, Randy Kirby, Seth Kleinberg, Joseph Lamas, Charles Polanski, Alon Raphael, Max Spielberg, Caleb Sweazy
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IT Director: Steve Arnold

Network Administrator: Joe Aguilar
Executive Producer: Patrick Gilmore
DWI Head Honcho: Glenn Entis
Music Composed and Produced by: Michael Giacchino
Score Conducted by: Tim Simonec
Score Recorded by: Steve Smith, Xtreme Studios
Assistant Engineer: Pat Lambert
Score performed by: The Northwest Sinfonia
Orchestration: Tim Simonec
Additional orchestration : Mick Giacchino
Music Copyist: Gregg Nestor
Contractor and Concert Master: Simon James
Special Thanks: Melanie Bishop, Amy Calfin, Julie Carson, Katrine Clip, Bruce Cohen, Michael Conard, John Garcia-Shelton, Rene Gonzalez, Noah Falstein, Cary Hara, Phil Harrison, Kurt Heli, Steve Herndon, Kirsti Judd, Darby Kane, Tina Kowalewski, Wendy Leshner, Marvin Levy, Meredith Lobel-Angel, Dave Lowery, Kathleen Lynch, Kristie Macosko, Andrea McCall, Havard Meland, John Miller, Sean O'Connor, Susan Ray, Maria Shore, Kenneth Simonsen, Monica Singh, Lane Spano, Herbert Weber, Katherine Williams, Everyone at Franklin Media, Everyone at Stembridge
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WWII Archival Material
The Smithsonian Institution
National Air and Space Museum
Washington, D.C.
Archives Division
Melissa A. N. Keiser, Chief Photo Archivist
NASM Film Archives
Mark Taylor (fast, friendly, and courteous!)
Alex Yi

MOH Shell Research Access
Phil Reed, curator
Cabinet War Rooms
Imperial War Museum
London
MOH C-47 Flight: Capt. Jim Findlay, Capt. Mike Harris, Gen. Henry Arnold
V2 Rocket Consultant
Dr. William Ratter, Ph.D.
Contemporary Launch Vehicle Access
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Manager, Production Operations
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Military Field Staff: Sgt. Raliegh Wilson, Sgt. Julia Rupkalvis, JohnRobert Wilson
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We recommend that you send your product using a delivery method that is traceable.

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We recommend that you send your product using a delivery method that is traceable.

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(650) 628-1900

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MEDAL OF HONOR

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OWN THE SOUNDTRACK!

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* Special "Making Of" interviews
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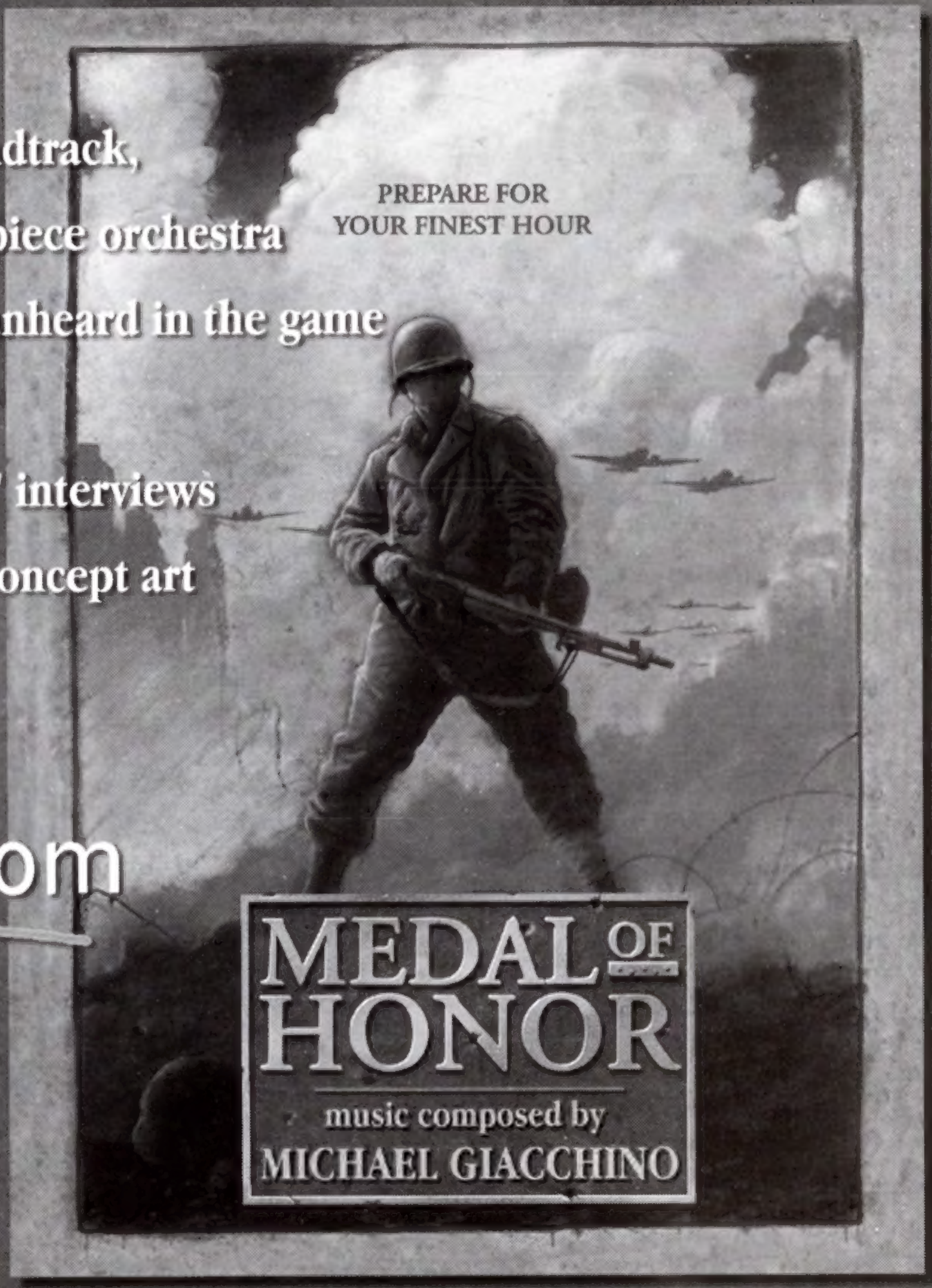

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